

# APX ATARI® PROGRAM EXCHANGE



Gray Chang

## **DOG DAZE, Rev.1.1**

Claim more hydrants than your opponent (ages 8 and up)

Cassette: 8K (APX-10069)

Diskette: 24K (APX-20069)

User-Written Software for ATARI Home Computers



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500 FIFTH AVENUE, NEW YORK, N. Y.

# DOG DAZE

by

Gray Chang

Program and Manual Contents © 1982 Gray Chang

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Printed in U.S.A.

## INTRODUCTION

### OVERVIEW

DOG DAZE is a fast-paced, two-player action game of skill, strategy, and luck. You control your dog with your joystick. Each time a fire hydrant pops up on the screen, you scramble to claim it before your opponent. You claim a hydrant by running into it or by shooting your bone at it. If you shoot your bone and miss, you'll have to retrieve the bone before you can shoot it again.

Each time a hydrant is claimed, it changes to the color of the claimant and another unclaimed hydrant pops up. As the game progresses, more and more claimed hydrants fill the screen. You can run right through your own hydrants, but if you run into your opponent's hydrants, you're penalized.

A reckless driver drives through occasionally, knocking out the hydrants in his path. You must be careful to stay out of his way.

The winner is the player with the higher score when the time limit runs out, or the first player to score 16 points more than his or her opponent. A scoreboard of fire hydrants keeps the score.

### REQUIRED ACCESSORIES

For the cassette version:

8K RAM  
ATARI 410 Program Recorder

For the diskette version:

24K RAM  
ATARI 810 Disk Drive

Two ATARI Joystick Controllers

## GETTING STARTED

### LOADING DOG DAZE INTO COMPUTER MEMORY

1. Remove any program cartridges from the (Left Cartridge) slot of your computer.
2. Plug your joystick controllers into the first and second (the two leftmost) controller jacks at the front of your computer console.
3. If you have the cassette version of DOG DAZE:
  - a. Have your computer turned OFF.
  - b. Connect your ATARI 410 Program Recorder directly to your computer.
  - c. Insert the DOG DAZE cassette in the program recorder. Press REWIND to make sure the tape is rewound to the beginning. Then press PLAY to prepare the program recorder for loading the program.
  - d. Turn on the computer while holding down the START key.
    - e. When you hear a beep, release the START key and press the RETURN key. Then turn on your TV set. The program will load into computer memory and start automatically.

#### If you have the diskette version of DOG DAZE:

- a. Have your computer turned off.
- b. Turn on your disk drive.
- c. When the BUSY light goes out, open the disk drive door and insert the DOG DAZE diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)
- d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.



## PLAYING DOG DAZE

Hold your joystick controller with the red trigger button towards your upper left. The eight joystick directions correspond to the eight directions that your dog can move: up, down, left, right, and four diagonal directions. Move your joystick in any direction to start the game action. A flashing unclaimed fire hydrant appears on the screen.

You and your opponent race to claim the flashing hydrant. There are two ways to claim it: by running into it and by shooting your bone at it. To launch your bone, press the red trigger button while you (the dog) are running vertically or horizontally. The bone shoots out in the direction you're running. You can't launch the bone while standing still or while running diagonally..

The bone can't pass through any fire hydrant, so don't shoot unless you have a clear shot. If you hit the flashing hydrant, you claim it and get your bone back automatically. If you miss, you must retrieve your bone before you can shoot it again. Even if you don't retrieve your bone, you can still claim the flashing hydrant by running into it.

Each hydrant you claim stops flashing and changes to your color, and belongs to you for the rest of the game. As soon as the flashing hydrant is claimed, a new one appears on the screen in a randomly chosen place. Again, you and your opponent race to claim it first.

As the game progresses, more and more claimed hydrants occupy the playfield. You can run through your own hydrants without any ill effect. However, if you run into your opponent's hydrant, you're frozen in place for two seconds.

Every once in awhile, a reckless driver beeps his horn and drives his car through the playfield. You lose if the car hits you, so you should take evasive action as soon as you hear the horn. When you hear the first beep, the flashing hydrant and the bones disappear from the screen to remind you of the danger. The car enters the playfield from the left and knocks out most of the hydrants in its path, removing them from the screen, but without affecting the score.

After the car has passed, the flashing hydrant reappears in another spot and you get your bone back automatically, even if you didn't have it when the car first appeared.

## SCORING

You score one point each time you claim a hydrant, and one point each time your opponent runs into one of your claimed hydrants. The scoreboard automatically keeps track of the score.

The scoreboard consists of the 16 hydrants at the top of the screen. At the start of the game, the eight light hydrants on the left and eight dark hydrants on the right indicate that the score is even for the light and dark dogs. Each time you score a point, half of one scoreboard hydrant changes from your opponent's color to your color. Each time your opponent scores a point, half of one scoreboard hydrant changes from your color back to your opponent's color. You can see who is ahead, and by how many points, by looking at the position of the dividing line between the light and dark hydrants. However, the scoreboard doesn't show the total number of points scored.

## WINNING

DOG DAZE can end in any of three ways:

1. One player is ahead by 16 points, filling the scoreboard with one color. (The winner is the player who filled the scoreboard.)
2. One player is hit by the reckless driver. (The winner is the player who was not hit.)
3. The time limit runs out. (The winner is the player with more hydrants in the scoreboard.)

When any one of these three events occurs, the game ends--all action on the screen stops, the scoreboard flashes, and some music plays briefly. When the music stops, you can start a new game.

## STARTING A NEW GAME

Press the START key to start a new game at any time--before, during, or after a game. The playfield clears, the dogs return to the center of the playfield, the scoreboard resets to eight light and eight dark hydrants, and some music plays briefly. When the music stops, you may set the options described on the next page, or you may start the game action immediately by moving your joystick in any direction.

If the time limit runs out and you want to continue playing the same game, don't press the START key. Set the options, if desired, as you would for a new game, and then move your joystick in any direction to resume the game action.

If the previous game ended any other way, you can't resume the same game. You must press the START key and start a new game.

### SETTING THE OPTIONS

DOG DAZE has two options--Time Limit and Handicap. You may set these options after the music stops, but before starting the game action.

#### TIME LIMIT OPTION--SELECT KEY

To select the time limit, press and hold down the SELECT key. Small clocks appear, one at a time, underneath the scoreboard. Each clock represents one minute of play time. You may select from 1 to 16 minutes. Release the SELECT key when the desired number of clocks have appeared. All the clocks disappear when the game action starts. (The computer doesn't let you know how much time is left during the game.)

If you don't select a time limit, the computer assumes a time limit of 16 minutes. If you want a shorter time limit, you must set the desired number of minutes before playing each game.

#### HANDICAP OPTION--JOYSTICK TRIGGER BUTTON

To set the handicap option, press and hold down the red trigger button on your joystick controller. Hydrants appear on the screen, one at a time, until you release the button. These hydrants already belong to your opponent, so they're obstacles to you, making your movement around the playfield more difficult. Using this option doesn't affect the starting score.

Either player, or both players, can use this option. When both players use this option, movement around the playfield is more difficult for both players. However, you and your opponent can select a different number of handicap hydrants.

### HELPFUL HINTS

DOG DAZE is a simple game, depending mostly on manual dexterity and luck, but it does have some elements of strategy.



## POSITIONING YOUR DOG

Keep in mind that the computer chooses the new hydrant location randomly. It doesn't "remember" where it put the last hydrant. A new unclaimed hydrant is just as likely to appear near the previous one as any other place in the playfield. Therefore, you shouldn't wait on the opposite side of the screen while your opponent goes into a corner to claim a hydrant. Try to position yourself between your opponent and the largest empty space on the screen. That way, you'll have a better chance of being closer than your opponent to the new hydrant when it appears.

## USING YOUR BONE

Remember to use your bone. It travels twice as fast as you or your opponent can run, so it offers a tremendous speed advantage. Remember that when you launch the bone, you must be running vertically or horizontally in the direction you want to shoot. The computer doesn't automatically shoot the bone towards the target. A good way to control the bone direction is to position your dog, let go of the joystick, press the red trigger button, and then push the joystick in the desired direction while holding down the trigger button.

When your bone misses the target and gets stuck on your opponent's hydrant, it is always possible to retrieve the bone without running into the hydrant. Try to approach the bone from a direction such that if you overshoot the bone location, you don't run into the hydrant.

## GETTING STUCK

When you run into your opponent's claimed hydrant, you're frozen in place for two seconds and lose a point. However, after the two seconds, you have a one-second immunity against this kind of penalty. As soon as you can move again, move away from your opponent's hydrant, or else you'll be penalized again!

## AVOIDING THE RECKLESS DRIVER

The reckless driver always approaches from the left side, so as soon as you hear the horn, run towards the right. Then you'll have more time to avoid getting hit. Try to position yourself in an area where your opponent has few claimed hydrants, so you can move around without getting stuck. If the car is heading towards you, run straight up or down to get out of its way.

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## Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our

instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

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2. If you have problems using the program, please describe them here.

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3. What do you especially like about this program?

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4. What do you think the program's weaknesses are?

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5. How can the catalog description be more accurate or comprehensive?

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6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- \_\_\_\_\_ Easy to use
- \_\_\_\_\_ User-oriented (e.g., menus, prompts, clear language)
- \_\_\_\_\_ Enjoyable
- \_\_\_\_\_ Self-instructive
- \_\_\_\_\_ Useful (non-game programs)
- \_\_\_\_\_ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

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8. What did you especially like about the user instructions?

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9. What revisions or additions would improve these instructions?

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10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

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11. Other comments about the program or user instructions:

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From

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STAMP

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